

Prodigy

Cost: Free (limited version), Premium version is \$59.88 for a family for the year. Class cost: \$12 per student.

The free version has enough content to work with as teachers begin to initially blend their classrooms.

Web and App Based.

Curriculum Connections: Math computation concepts (counting, addition, subtraction and multiplication). Teachers can align the work students are doing with what they are teaching in class. For British Columbia Teachers, we have found that using the Ontario Curriculum will align very closely with ours. We do this as BC curriculum is not already in use for this game. Teachers need to be mindful when they are assigning learning objectives to students and make sure that the expectations fit with their specific class.

Overall Goals: Students will work on teacher-chosen Math skills as they proceed through a fantasy world where their wizard avatar will challenge other wizards in order to level up.

How Students Win: Students will challenge the wizards they come across in order to level up and gain power. In order for them to use a power they must answer a skill building Math question. These Math questions are teacher driven. Students will increase in power and then they gain pets as they go. Students earn stars and coins which help them level up.

Are There Levels?: Students have levels for their own avatars- they work their way through the game by challenging other wizards and traveling to different places. If you purchase the premium version of the game, students will collect up to 100 pets and will have further opportunities to gain points to level up.

More information about pets: <https://prodigygame.zendesk.com/hc/en-us/articles/200880789-Catching-Pets-and-Restrictions>

How It Benefits Students: Students are practicing Math skills that a teacher has released as an assignment to the group. Students can be working on the same skills as they are learning in a face-to-face classroom. Students can work from home or at school. It is amazing to see the curricular tie in's and see our students get excited to learn Math at home.

Why We Like It: We chose Prodigy as a must have for our classrooms as it is engaging. Students are motivated, and the curriculum links are awesome. We see it as a great addition to a Math program and as a bonus it is very easy for teachers to use and track student's progress.

Assessment: The program provides the teacher with assessment results that can be used to adjust assignments and provide information on what to focus on during small group instruction.

How We Use It: We use Prodigy as an add on to our Math programs. When students have finished the expected classwork or lesson that day they are able to use a class iPad or computer to log on and play their own game. It is highly motivating, and students often choose to play Prodigy during centers. They use our classroom Math tools to answer the questions that

they are posed. We send our students' login information home so that they are able to play on their own devices or computers. Parents have expressed pleasure at having their children choose to play a computer game that is rooted in Math that we are working on in school.

This is one way to increase our students' engagement with Math practice at both home and school. We do a few lessons on internet safety before students are allowed to play on their own. They are not allowed to use chat or friend people as they play

Live Link: <https://www.prodigygame.com>